

# Three Traits

*A generic RPG system by Brian Ashford*

- ❖ Three Traits define characters: a Descriptor, a Profession, a Problem.  
For Example:
    - ❖ Stubborn Detective (alcoholic)
    - ❖ Angry Vigilante (lonely)
    - ❖ Flashy Pilot (irresponsible)
  - ❖ Chose appropriate equipment for your character. Equipment helps determine which actions can be attempted (e.g. guns allows shooting/rope allows climbing). Powers can be represented this way too.
  - ❖ All characters start with three Action Dice (d6s).
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- ❖ To perform a task when the result is uncertain:
    - ❖ Roll 1d6 and any Action Dice you chose to spend.
    - ❖ If Descriptor applies, roll free Action Dice.
    - ❖ For each Problem that applies, roll Problem Dice (d6) - discard highest rolled dice.
  - ❖ Highest remaining dice is the result
    - ❖ +2 if Profession applies.
    - ❖ Pass on 6+ (Hard), 4+ (Challenging), 2+ (Basic).
  - ❖ If you fail, add an Action Dice to your pool.
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- ❖ If in conflict with another character, both roll as above, higher roll wins the round.
    - ❖ Losing character receives additional (temporary) Problem (e.g. injured/intimidated/deceived).
    - ❖ On second loss, Descriptor or Profession Trait may be disabled instead of adding another Problem Trait.
    - ❖ Third loss ends conflict with appropriate consequences for loser (e.g. death/submission/escape).